

SIX-SHOOTER

EXPANDED AND OPTIONAL RULES FOR
USING FIREARMS AND RUNNING
A WILD WEST -THEMED CAMPAIGN
IN 5TH EDITION D&D

(PART TWO)



SIX-SHOOTER

RULES & GUIDELINES FOR A WILD WEST INSPIRED CAMPAIGN IN 5TH EDITION D&D

Introduction: Six-Shooter is primarily a system for adding a variety of Wild West -era firearms to a 5th edition D&D campaign. Alongside the guns, there are several additional rules to add even more gunslingin' flavor to the game.

The system is split into four parts according to the type of content within. Part One contains all the rules for using firearms and a way of generating weapons with random variables. Part Two offers more advanced rules for using cover and a few new game mechanics. Part Three focuses on the Wild Western Fantasy world and character creation, and Part Four is meant for DMs running a game using Six-Shooter.

Six-Shooter is designed with modularity in mind, so you can pick up a single rules mechanic to use or a whole bunch of them. For instance, Part Two contains rules for adding Luck as a seventh ability score, and in Part Three there is an alternative to D&D's traditional Alignment system.

Designed for characters of any class, 1st level and up

BY OOZNYNKOO



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PART TWO: EXPANDED RULES

CONTENTS

» THE SEVENTH ABILITY SCORE	5
Rolling Just For Fun	5
Ya Feelin' Lucky?	5
» STORIES AROUND THE CAMPFIRE	6
INSPIRATION: WHAT IT DOES & HOW TO GET IT	6
Exposition	6
Random Moments of Awesome	6
» THE UBIQUITOUS LEATHER DUSTER	7
TYPES OF ARMOR FOR THE FASHIONABLE GENTLEMAN	7
WHAT TO WEAR TO THE PARTY?	7
Leather Duster	7
Reinforced Leather	7
Combat Vest	7
Brigandine	7
Armor and Shields	7
Heavy leather	8
Brigandine Jacket	8
Cuirass	8
Heavy Plate	8
Field Plate	8
Ballistic Shield	8
» DIVING BEHIND COVER	9
Different Cover Materials and the Destruction Thereof	9

COMING UP NEXT...

In this document, I'm focusing on either alternate or expanded systems for particular game mechanics. There's also some completely new stuff like a seventh ability score representing a character's luck.

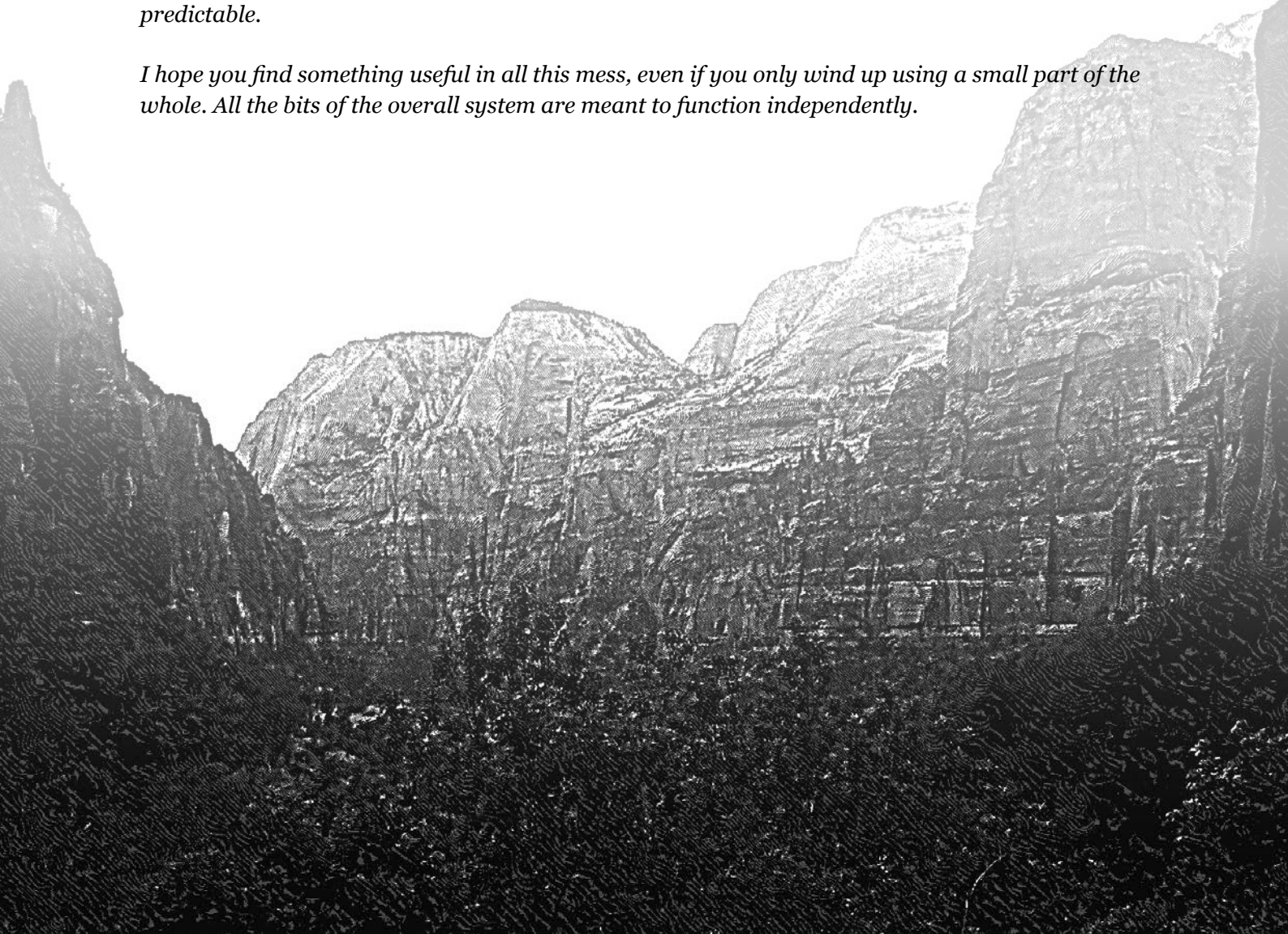
Some of the rules presented here are discussed further in a later part (Part Four). We'll go over the basics here and the extra bits for GMs are separate so you can't stumble into them accidentally.

You might want to start by reading the firearms system, the initial major set of rules designed for Six-Shooter if you haven't already. This part expands on the first by going over rules for cover and armor etc. We'll start with the fluffier things, though, and talk about the aforementioned Luck ability score and an expanded rule for Inspiration.

Though you can adopt any of the rules to any sort of adventure, some sections of this document assume the campaign world to be somewhat more modern than a standard fantasy campaign. I've also provided some starting points for adapting an existing world to better fit a Wild West style of campaign. More info on this and other related world-building stuff is in the next part (Part Three).

One of my overall design goals with Six-shooter is to remove some of the burden of running the game from the GM's shoulders and instead spread it among the players. In this part, you'll find expanded rules to assign the task of awarding Inspiration to the players. I believe awarding Inspiration this way is more objective and less dependent on the GM's whims; also more predictable.

I hope you find something useful in all this mess, even if you only wind up using a small part of the whole. All the bits of the overall system are meant to function independently.



THE SEVENTH ABILITY SCORE

In addition to the normal six ability scores, each player character (or PC) has a seventh ability: Luck, which you have to roll 3D6 for and take the result as is. Luck scores don't have a modifier, instead, you roll 1D20 and compare the result to your score. Luck scores are not as set in stone as the other six ability scores and they are meant to fluctuate over the course of the game.

Luck can be used to determine your success in situations which have little to do with your actual skill or ability and are more dependent on whether luck is on your side.

You might have no way of knowing if someone is waiting on the other side of the door when you open it, but if you're lucky, the coast is clear. If you're unlucky, you are welcomed with the barrel of a pistol pointed at your face.

Luck also helps the GM adjudicate such situations by providing a neutral game mechanic.

You make a luck check by rolling an unmodified 1D20. A roll between 1 and 3 is a fail (the answer is "No"), you have a streak of bad luck and your Luck score decreases by 1. If you roll 4 or more but less than your luck score, you basically get what you want with no further complications (the answer is "Yes"). If your roll equals your luck score, it is considered a critical success (meaning "Yes and also this nice thing"). Anything above your luck score, though, and you are **Pushing Your Luck**, which means you probably don't get what you want, but nothing really bad happens either, and your Luck score increases by 1 – **"Better Luck Next Time"**.

As it's considered an ability score, and you roll 1D20 for it, you can use Inspiration to roll two dice and pick one as the result, just as you can for any other ability checks. However, it is unlikely you will ever have to roll at a disadvantage.

You might be called on to roll an opposed luck check. A success is good, a critical success is better, and both are better than going over and **Pushing Your Luck**, though that's still better than a failure. If both opponents' checks succeed, whoever rolls higher wins – you want to roll as high as possible, without going over your Luck score.

ROLLING JUST FOR FUN

Your GM might tell you to reroll your Luck score from time to time as well as it being modified up or down depending on your Luck check results along the way. You can remind the GM of this by asking if your Luck score should change anytime you roll a Luck check. Usually, a roll of natural 20 means you get to / have to reroll your



Luck score, but there might be situations where you're rolling just for fun (like playing a friendly game of poker with other PCs), and the GM can decide that Luck scores shouldn't shift as a result.

Since there probably isn't a spot for your Luck score on your character sheet, just place it in your notes somewhere, unless your GM wants to roll Luck scores secretly for everyone, in which case you don't need to worry about it.

YA FEELIN' LUCKY?

Let's go over a couple brief examples before we move on.

Example 1: Bob is looking for a rare item on the market. To determine whether he finds what he's looking for, the GM makes him roll a luck check. Bob has a luck score of 12, slightly higher than average. Bob gets a result of 13. So because Bob is pushing his luck, the GM could just say "better luck next time", but decides Bob can find what he was looking for, but needs to haggle for it against not only the merchant but another interested customer, and therefore has to pay above asking price. Bob's Luck score increases by 1.

Example 2: Joe is hoping his character just happens to sneak across the corridor while the guards are looking the other way, he can't know which way they'll actually face before he's in too far to turn back. His character's luck score is only 7, so it's likely he'll be pushing his luck. However, as luck would have it, he rolls a 7 and hits the sweet spot. The GM decides that the two guards happen to be preoccupied with cleaning up a spilled beverage, allowing Joe's character free passage unharassed. The GM also grants Joe the opportunity to reroll his luck completely afterward, seeing as his character's luck might have changed. Had Joe rolled more than 7, pushing his luck, he might have been able to pass the guards unnoticed, only to find their numbers doubled on his way back.

STORIES AROUND THE CAMPFIRE

In this chapter, we'll go over some stuff regarding the flow of the game. For now, we'll discuss Inspiration, but you can find rules for downtime actions and things like that in Part Three.

INSPIRATION: WHAT IT DOES & HOW TO GET IT

Inspiration is a mechanic in 5th edition D&D which allows you to roll with advantage or negate disadvantage. The GM awards players Inspiration for "good role-playing", and you either have inspiration or you don't. When you have it, you can spend it on almost any d20 roll.

So the problem with this is, what to do when all your players are consistently role-playing well... wouldn't they just have inspiration up all the time? It also puts a lot of strain on the GM, who probably already has a lot of stuff to consider and keep track of. So one way to fix this is to remove the burden of when to award inspiration off the GM's shoulders and redistribute it among the players.

EXPOSITION

To gain inspiration, you can frame a scene describing something from your character's past (like a flashback) or something they are currently doing. The idea is to share a bit more about your character's backstory or personality. A long (or short) rest is a good space to frame such a scene.

First, ask the GM if it's okay and if it's a good time to frame a scene (you never know if they have something

else planned). Otherwise, they don't have any say as to whether inspiration is awarded and to whom.

During your exposition scene, you can call on other players and the GM to take on the roles of other present actors. After the scene has ended, other players should have the opportunity to ask a question (from you, the player) regarding what they (as players) witnessed. You can award inspiration to another player who either took part in your scene or asked a question regarding it, and the other players can award you with inspiration.

The GM might declare a theme for Exposition scenes, "Regret" for example, which should be prevalent in the scene. Each player can only frame one scene for each theme and once everyone has had a chance to do so, the GM decides what the next theme will be. This also prevents a single player from hogging several subsequent scenes to themselves.

RANDOM MOMENTS OF AWESOME

If you feel something inspiration-worthy comes up during regular play, speak up. If everyone agrees (including the GM), the player performing the action can be awarded inspiration. However, no player can gain inspiration like this more than once per session.

Overall, you have a limit of gaining Inspiration twice during any session. If you already have inspiration and do something to earn it again, you can award your Inspiration to someone else who you feel deserves it (it's always good to emphasize teamwork, you know?).

*Ok, let's move on from these fiddly, abstract concepts to something we can all wrap our heads around. The mighty, universally acceptable and extremely fashionable – always useful **Leather Duster**.*



THE UBIQUITOUS LEATHER DUSTER

WHAT TO WEAR TO THE PARTY?

Even when confronted with a gun, a layer of hardened steel will probably save your life. Most people can't afford to cover themselves with hardened steel, though, and you can't go wrong with leather.

You're unlikely to see people clanging around in a full suit of plate armor – something designed mainly for martial warfare and preferably to be used on horseback. Traditional plate armor probably belongs in a museum. The most common sort of armor is a trusty, dirty-brown **Leather Duster**. It'll protect you from sun and rain and might even help a bit when someone fires their gun at you.

TYPES OF ARMOR FOR THE FASHIONABLE GENTLEMAN

Light armor likely won't turn away any blows, but it may soften them slightly and absorb some of the impact, while still allowing for a full range of movement.

Medium armor can partly deflect blows or absorb most of the impact, but their bulk makes it a bit harder to maneuver gracefully.

Heavy armor is designed to either stop or deflect incoming attacks completely – accruing a few dents along the way. The only effective way to damage someone wearing heavy armor is to get around it and strike at their weak spots.

Brigandines are favored among many law-enforcement officers, especially within city limits. Farther out on the frontier light armor is likely all you'll find. Heavy armor is usually reserved for situations where you expect to be struck or shot at repeatedly.

Below are descriptions of some basic armor types, what they are typically made of and (briefly) how they are constructed.

LEATHER DUSTER

The most common form of protection is a simple duster of varying colors of oiled leather. It is pretty ubiquitous except among gentlemen, who prefer fine cotton or wool jackets. Also pretty affordable, durable and can keep you warm at night.

REINFORCED LEATHER

Some dusters are lined with boiled leather or thin metal strips around vital areas to afford greater protection. The same treatment can also be applied to the inside of a fancy vest for when you want to fit in among high society.

COMBAT VEST

While it may look like a somewhat form-fitting leather jacket, there are thin but sturdy metal plates on the inside, protecting your vital organs while allowing unrestricted movement.

BRIGANDINE

Metal strips are sewn to a thick cloth backing, either on the outside or the inside depending on the style. Protects the torso well but is quite bulky thanks to the thick padding required.

ARMOR AND SHIELDS

TYPE	ARMOR	COST	AC	STR	STEALTH	WEIGHT
Light	Leather duster	10 gp	11 + Dex	–	–	6 lbs
	Reinforced leather	20 gp	12 + Dex	–	–	12 lbs
	Combat vest	150 gp	13 + Dex	–	–	16 lbs
Medium	Brigandine	40 gp	13 + Dex (max 2)	Str 11	Disadvantage	16 lbs
	Heavy leather	60 gp	13 + Dex (max 2)	–	–	24 lbs
	Brigandine jacket	75 gp	14 + Dex (max 2)	Str 11	–	30 lbs
	Splint or lamellar	100 gp	15 + Dex (max 2)	Str 13	Disadvantage	45 lbs
Heavy	Cuirass	100 gp	16	Str 11	–	30 lbs
	Heavy plate	120 gp	17	Str 15	Disadvantage	75 lbs
	Field plate	250 gp	17	Str 13	–	40 lbs
Shield	Wooden or metal shield	10 gp	+1 bonus	–	–	12 lbs
	Ballistic shield	60 gp	Provides cover	Special	–	20 lbs

If a type of armor has a Strength score listed, you need a score at least as high to maneuver in that armor effectively. If your Strength score is lower, your speed is reduced by 10 feet while wearing the armor.

HEAVY LEATHER

The leather here is mainly just to have sturdy metal plates attached to it, and having those covered with another layer of leather. It can be made in the form of a duster or... well, mainly a duster. A more primitive yet just as effective variant are animal hides, which would weigh about the same and provide the same benefits, while maybe not looking quite as cool... (yes, pun intended again).

BRIGANDINE JACKET

A long coat, with lots of buttons all the way down the front. Loads of metal strips are sewn along the inside of the sturdy cloth and leather coat.

Splint mail: Splint armor consists of sturdy vertical metal strips bound with leather while lamellar consists of smaller metal plates similar to scale mail, each coated with colored lacquer, and bound together so that they partly overlap.

CUIRASS

A single metal plate that covers the whole torso front and back. While it is inflexible, it still allows relatively unrestricted movement of the limbs.

HEAVY PLATE

you can't go wrong with a thick layer of iron covering your front, back, and shoulders – helmet optional. You

might look (and sound) like a tank when you move around, but in the end, you'll probably also be the one left standing.

FIELD PLATE

A more modern version of historical plate armor. It's made of a stronger, hardened alloy and covers the chest, shoulders, and upper back while providing an optional helmet; it's usually worn under a standard leather jacket, which is included in the price.

BALLISTIC SHIELD

Also known as a portable wall, this heavy shield is made of specialized alloys or composites and constructed in several layers. It gives you a cover bonus to your AC, half cover (+2) during a round where you move and three-quarters cover (+5) if you remain stationary. It's really heavy, though; you need a strength score of 15 or more to move it around easily, otherwise, your speed is halved. In addition, one other creature of your size or smaller can benefit from the cover afforded by the shield.

Comparatively, a regular shield provides a +1 (I know it says +2, in other sources, I'm nerfiwng it!) bonus to AC (and is a lot easier to destroy).



DIVING BEHIND COVER

Since you can shoot without penalty while keeping most of yourself safely behind a door or window frame, a countertop or even just a turned over table, why wouldn't you? This next section is especially complex and heavy on the rules. I think the game runs fine without it, but maybe someone is looking for a bit more tactical precision and realism from their D&D game. If so, this bit's for you!

So let's go over the basics. In game terms, we have three types of cover(edness). **Half Cover** gives you +2 to your AC and Dex saves, this could be a tree stump, a low stone wall, another creature or basically anything you can be partially covered by. **Three-Quarters Cover** gives you +5 to your AC and Dex saves, so basically, you're as covered as possible, while still retaining line of sight beyond your cover. And then you can be **Fully Covered**: you can't see anyone beyond your cover, but neither can they see you. Also, explosive shockwaves don't give a damn about cover, so you don't get your Dexterity saving throw bonus from cover against dynamite or other explosives.

Regardless of what kind of armor you wear, if any, cover will likely be your friend in a gunfight. The protection afforded can make the difference between life and death. Most things you can get cover behind can be shot to pieces, though, so you'll eventually have to find some new cover. Of course, this also applies to those shooting at you.

Taking cover is part of your movement and isn't considered an extra action nor does it prevent you from moving your full speed during your turn. Always try to both start and end your turn behind some sort of cover.

You can take cover behind a lot of things, but most things won't last through more than a few shots. Depending on the material and construction, some things might even be resistant to damage or won't take

any unless it exceeds a certain threshold (subtract the threshold from damage rolls). The table on the next page provides information on some things you might find around you to dive behind/under to take cover.

The object's AC depicts not so much how hard it is to hit, but rather how hard it is to damage in any significant way.

Some objects have resistance to certain types of damage (all firearms deal piercing damage).

If you don't want to fiddle around with hit points (or even AC), you can use the optional **Fast Rule**, to determine how many hits an object can take, before it no longer provides a cover bonus to AC – due to having more holes in it than not.

For instance, under the **Fast Rule**, a sturdy table can soak up the first three hits, after which it no longer provides adequate cover. Discuss with your GM which rule you're using – the same goes for the following:

So when does a does the object providing cover take damage?

Option A: By default, cover is damaged when you target it on purpose and roll high enough to hit it.

Unless you are using the fast rule, any damage after the object's hit points are depleted, can carry over to targets behind it, assuming your attack roll would have hit them (without the cover bonus to AC).

Option B: If you want a more realistic approach, you can apply damage to the cover whenever an attack misses, but the roll is still high enough to hit the object's AC.

Extra Bonus Rule: You can target a shield to damage it. A normal wooden shield counts as a sturdy table (AC 15, 20 HP), and a metal shield is a little more enduring (AC 17, 25 HP). A **Ballistic Shield**, described on the previous page, counts as a hardened steel door.

DIFFERENT COVER MATERIALS AND THE DESTRUCTION THEREOF

COVER	AC	HP	RESISTANCES	FAST RULE	THRESHOLD
Windowpane	10	4	–	1 hit	–
Table, saloon	12	10	–	2 hits or 1 shotgun blast	–
Table, dining	15	20	–	3 hits	–
Bar/Counter	15	30	Bludgeoning	5 hits	–
Wall or doorframe	15	40	Bludgeoning	6 hits	–
Large wooden column	15	50	Piercing, bludgeoning	8 hits	2
Metal barrel	17	20	Slashing	3 hits	4
Hardened steel door	19	30	Slashing, bludgeoning	5 hits	8
Steel vault door	21	50	Slashing, piercing, bludgeoning	8 hits	12

WE'RE DONE WITH THE RULES HEAVY STUFF NOW

After going through the firearms rules and the additional stuff here, you might want to look at some character creation, campaign, and world-building stuff. Part Three contains an alternative to the traditional Alignments, some character creation guidelines, and it goes into a bit more detail on the things you can do to adapt a traditional fantasy setting to feel more Wild Westy.

